

Post Mortem Color Blaster

Color Blaster is a prototype that I worked on this past semester. I meet all of my milestones for the project and feel like I have a good portfolio piece from it now. There were some things that went well and others that went pretty badly. In this post mortem I'll discuss both.

First, the things that went right. I believe that the overall concept of my game is good. It's a fun addictive, slightly educational, and unique game. I'm really happy with how the design of the game came out. I feel like the game can be enjoyed by a big audience. I believe that I set a bit of a big scope for this game, but was able to meet every one of my milestones. Adding in a level editor really helped me be able to create levels. It also allowed play-testers to create levels for me, which helped the production speed up a bit.

Went wrong with the production of Color Blaster is mainly coding issues. There are a few bugs that I don't really have time to fix. I never used MMF2 before this semester so the way I coded some things is a bit messy and creates some bugs. There is also a pretty steep learning curve to the game which is due to me trying to create 30 levels as fast as I could. I probably should have tried for 20 levels in a semester instead of 30 levels. This would have given me a bit more time to fix each level up instead of rushing through them.

I think that way the class was set up was very helpful to the production. Having 5 milestones and getting 2 people's critiques throughout the semester really helped figure out issues right away and fix them accordingly. I'm very pleased with how the game turned out. It was a good semester and I now have a good portfolio piece.